INFO WRAPUP

A NOTICE TO ROBO CITY NEWS SUBSCRIBERS

We are pleased to welcome you to *INFO Magazine*. Many of you are new to *INFO*, and many are long-time subscribers. I'm sure you have some questions as to how your subscription will be rolled over from *Robo City News* to *INFO*. We're going to try to answer those questions here.

First of all, you will be receiving THREE issues of *INFO* for every FOUR issues you had remaining on your *Robo City News* subscription. This is based on cover price: *Robo City* was $2.95 an issue, *INFO* is $3.95. Odd numbers will be rounded UP in your favor. So if you had 1, 2, or 3 issues remaining, you'll get 1, 2, and 3 issues of *INFO*, respectively. If you had 4 issues of *Robo City* remaining, you'll get 3 issues of *INFO*. Additional computations will be based on this 3/4 conversion, with remainders being rounded up. Current *INFO* subscribers will have their subscription extended by the appropriate number of issues.

You can check your *INFO* subscription status by reading the numbers on your label on the poly bag as in this example: **29 . 5 . 33 . #29** The first number (in this example, the first "29") is the number of the first issue of *INFO* you'll receive. For new subscribers, this will be "29." The second number (in this example, "5") is the number of issues of *INFO* you'll be receiving. The third number (in this example, "33") is the number of the last issue of *INFO* you'll receive. The final number, "#29," is the number of the current issue.

If you have any problems with your subscription, please write our Subscription Department at 123 N. Linn St., Ste. 2A, Iowa City, IA 52245, or call 319-338-0703. Please do NOT send online EMail about subscription problems, as

WELCOME

I would like to welcome Robo City News subscribers to the pages of INFO. As most of you know by now, Robo City News is no longer being published. For some time now, the Amiga magazine business has been somewhat over-crowded, with new magazines appearing all the time. This increased competition for advertisers and readers just became to much for our small staff to handle.

When we started Robo City News as the newsletter of the First Amiga Users Group (FAUG), there were not a lot of monthly magazines publishing new and up-to-the-minute Amiga information (many times, the ink would still be wet when we got fresh copies of Robo City to the FAUG meetings). We expanded it to become an independently-produced commercial journal because most other magazines were printing information that was three to four months old. Our intent with Robo City was to inform our readers, to have fun, and maybe make some money. Well, two out of three isn't too bad!

Now there are a dozen Amiga magazines or so, most of which cover the Amiga remarkably well. But out of all of them, there is only one which has the same philosophy we had at Robo City, and that is INFO. That is why I called Mark and Benn when I knew we could not continue publishing Robo City. I could not see letting any other magazine take over our subscribers. I hope you enjoy INFO as much as you enjoyed Robo City News.

- Mitch Lopes, Editor,
Robo City News

they will NOT be answered in a timely manner.

Subscription and back issue checks received by *Robo City* after 7/1/89 were destroyed. Please VOID any such checks in your check records, and do not take them into account when figuring out how many issues of *INFO* you should receive.

INFO is not handling *Robo City* back issues. If you ordered back issues of *Robo City News* before July 1 that you have not received, contact Robo City at PO Box 9911, San Jose, CA 95157.

We will try our best to straighten out any problems caused by this transition. We have received no money from this deal. It is our intention to see to it that *Robo City* subscribers receive fair value for their subscriptions. We're proud to be carrying on the tradition, and hope you'll find as much of value in *INFO* as you found in *Robo City News*. Thanks.

- **Mark & Benn**

INFO 1990 EDITORIAL SCHEDULE

#	DATE	TOPIC
30	JAN/FEB	Desktop Publishing
31	MAR/APR	Music
32	MAY/JUN	CAD & 3D/Animation
33	JUL/AUG	CHUMP! & Graphics
34	SEP/OCT	Video Software
35	NOV/DEC	Games

AMIGA GAMES

DENARIS ★★★★

Hard Wired / Gold Disk
2179 Dunwin Drive, #6
Mississaugua, ON, Canada L5L 1X2
416-828-0913

Sweaty-palmed joystick action is the best description I can think of for this arcade blast fest. The game is tough enough that you can plan on spending several hours even getting to the end of the first level. Similar to Psygnosis' *Menace, Denaris* is just as addictive and just as tiring. - AF

AQUABLAST ★★★★

Elite / Keypunch
1221 Pioneer Building
St. Paul, MN 55101

Like other very playable race games, *Aquablast* has simplicity going for it. There aren't any elaborate controls, you just get in your speedboat and barrel down a long, winding canal as fast as you can, trying not to hit any rocks and collecting points by blasting away at mines and rockets. The game isn't going to win any awards, but within the confines of its genre, it is very well done, with classic arcadish graphics and just the right noise level. I like it. - TM

PURPLE SATURN DAY ★★★✝

Epyx
600 Galveston Drive
Redwood City, CA 94063
415-366-0606

People play strange sports in the future. Done by the same folks responsible for *Captain Blood*, this competition has you participating in four weird events: Ring Pursuit (flying through the rings of Saturn), Tronic Slider (a race and grab game), Brain Bowler (arcade game), and Time Jump (cosmic long-jump). The manual is great fun, done in the format of a program for the day's festivities. The graphics are a little PC-ish, but if you're looking for something different and imaginative to play, look no further. - TM

SOFTWARE DOCUMENTATION

Thanks and a tip of the INFO hat to Tim Kemp, author of the fantastic Amiga public domain *Pointer Animator* program, for the tongue-in-cheek "Disclaimer" in the docs for that fine program, reproduced here:

DISCLAIMER:

It is sad but true, the Amiga is not very forgiving of software errors. I don't know of any bugs in my program. I have tried using it with several public domain and commercial programs, but as with any product, you can't test for every contingency. Therefore, in no event shall Tim Kemp be held liable for any damages whatsoever arising out of the use of the Pointer Animator program or any of its related programs. This means, for example, that if you are writing what is likely to become your third best selling novel on your favorite word processor with a pointer animation of four grapes paying homage to a zucchini installed, and you start running a paint program to better conceptualize what a six dimensional war lord might look like when compressed along each of the possible combinations of four dimensions, and just as you are starting on the fifteenth drawing, four planets line up with a galaxy far far away and the pointer animator recognizes this for what it obviously is and prays to its idol the Guru, and seeing the animator's message of worship upon the screen you sit back too quickly in your chair, knocking the microwave oven you are using to heat Brie into your jacuzzi, which is full of attractive people of the opposite sex, which shorts out the oven and overloads your house's circuits and causes the pennies you replaced the fuses with to become slightly warm, and a high voltage transformer miles away (but directly over a major well-known fault line) explodes spectacularly, releasing a large amount of stored geological energy, and a small but heavily populated section of California plunges into the Pacific, then I am not to blame.

INFO Mania Game Tips

Here are more game tips for INFO subscribers only!

C64

Executive Leaderboard: If you use a 6 iron on the seventh hole, you'll get a hole in one every time. - Bruce Carey

Superstar Hockey: When playing computer one vs. one, and while you are playing goal, hold the puck to force a faceoff. As the puck is dropped, or a little earlier, skate into the circle and grab the puck before it touches any of the other players. If done properly, you will be the only player on the ice who can move. - Norman Jay

Fist: To do the flying karate trick, do a flip while the screen is scrolling and hit the Restore key. If it works, your warrior will sail over foes, waterfalls, and traps. - Derek Godat

TNK III: When you see an enemy starting to appear, back up a few inches. When your return, he will be gone. - Derek Godat

Action Biker: After loading the game, enter POKE 15297,47 and then RUN. You will have 191 motorbikes. - Bruce Carey

Ghostbusters: Enter your name as LASER FALCOR and 544444444 for your account number. You will be given $922000 to start. - Jason D. Camp

Beach Head: At the tank level, after you destroy one of the gunners, the points will be displayed on the screen. Shoot the numbers as many times as you can and your score will increase dramatically. - Norman Jay